

Belief circles

THE ROLE OF A DESIGNER

Starter activity (10-15mins)

This activity aims to help students to explore their own values and viewpoints and those of their classmates, of the roles and responsibilities of a designer.

Introduce the activity

Ask each student to write their name on a small piece of paper, approximately 10cm x 6cm.

Organise the class to stand in a large circle.

Place one of the statements in the middle of the circle – then ask your students to place their name cards close to the statement if they agree with it and further away if they don't.

Ask a few students to justify why they have put their name card where they have.

Following the discussion allow students to change the position of their cards if their views have changed as a result of the class discussion.

Continue with 3-4 statements until you feel that the students have grasped the idea that as individuals, our values will affect the choices we make as designers.

Designers should be free to design how and what they want, without having to care about the environment.

Designers should set examples by reusing 'waste' materials within their design.

Designers should refuse to include materials in their designs that are in scarce supply.

Designers should take responsibility for how their products may affect people involved in producing, using and disposing the product.